



Hunter Soccer Club – 2010 Jack Walsh Memorial Tournament Rules

1- GENERAL RULES

The Tournament Director and Hunter Soccer Club shall not be responsible for expenses incurred by any team, club or individual if the Tournament is cancelled in whole or part. **The Hunter Jack Walsh Tournament is a Patch Tournament** and it is expected that each team will participate in the customary handshake and exchange patches following each match. First and second place prizes will be awarded to winners and runners-up in each division.

2- LAWS OF THE GAME

All games shall be played in accordance with EPYSA and USYSA laws, except as specifically modified by these rules.

3- ELIGIBILITY

The Hunter Jack Walsh Memorial Tournament is open to Boys and Girls teams ages U9 – U17. All participating teams must be currently registered with their state association. All teams from Western Pennsylvania or other states must present a “Permission to Travel” authorized by their state association at registration.

Pre-Tournament check in will take place on Friday night October 8th or Saturday October 9th at the Hunter Soccer Club clubhouse in PenBryn Park. All teams must check-in prior to beginning play.

At Check-in all teams must present the following:

- An official stamped copy of the Team Roster
- Player Passes with photograph, for all rostered players
- A signed and dated medical release form (by the parent) for all rostered player

4- GUEST PLAYERS AND TEAM LIMITATIONS

Up to three (3) Guest Players are permitted to participate in the Hunter Jack Walsh Memorial Tournament. Guest players must have a valid player pass or proof of age. Guest player name and DOB must be written on bottom of team roster. Players may only play for one team during the course of the Hunter Jack Walsh Memorial Tournament.

Rosters are limited to fourteen (14) players for all U9, U10 & U11 (8v8) teams. All other teams (U11 – U17) shall have no more than 18 players.

5 – CONDUCT: PLAYER, COACH AND SPECTATOR BEHAVIOR

Players, coaches and spectators are expected to conduct themselves within the spirit of the game as well as letter of the law. Coaches are not only responsible for their conduct but also the conduct of their players and spectators. **DISSENT FROM PLAYERS, COACHES AND/OR SPECTATORS WILL NOT BE TOLERATED; CAUTIONS AND/OR DISMISSALS WILL RESULT.**

Any player, coach, or spectator that is cautioned (**yellow card**) twice during any given game will be ineligible to participate in the remainder of that match and may not participate in the next match.

If any player, coach, or spectator is sent off the field of play (**dismissed/red card**) by a referee for any reason other than fighting, that player, coach, and/or spectator is ineligible to participate in the remainder of that match and may not participate in the next match. The coach or spectator must leave the field of play. Referees are instructed to record the player's name, number, team and reason for the caution or send-off and present the information to the Field Marshal.

Any player, coach or spectator who is ejected by the referee for fighting shall be banned from further participation in the tournament and must leave the field area immediately.

THE TOURNAMENT COMMITTEE RESERVES THE RIGHT TO TERMINATE THE PARTICIPATION OF ANY TEAM, PLAYER, COACH OR FAN, IF THE BEHAVIOR OF THE PLAYERS, COACHES AND/OR SPECTATORS CREATES AN ATMOSPHERE IN WHICH A MATCH OR MATCHES CANNOT BE COMPLETED WITHIN THE SPIRIT AND LETTER OF THE LAWS.

6 – PLAYER UNIFORMS AND EQUIPMENT

All teams must wear matching uniforms consisting of jersey, shorts, socks, shin guards, and footwear. Team uniform jerseys must have a number on the back. Each player shall have a different number and this number must be the same as listed on the official tournament roster. In the event of a color conflict, the home team will change color. The home team is the team listed first on the schedule.

Goalkeepers shall wear colors which distinguish them from the other players on both teams and from the referee.

7 – TEAM FIELD POSITION

Team benches shall be on the same side of the field and each team must stay within ten yards of the center line. All spectators shall view matches from the opposite side of field from the player benches.

Coaches are required to bring roster, player passes and medical release forms to every game and they should be available upon request for inspection.

Coaches and/or other officials, players and spectators may not enter the field of play at any time unless requested to do so by the referee. Only players and coaches will be permitted in the bench area. All sideline personnel must keep back from the touchline a minimum of two (2) yards at all times.

Each coach will provide a linesperson as requested by the referee if a linesperson is not provided by the tournament.

8 – PRE-GAME ACTIVITY

Referee shall call for Team captains prior to tip off. A coin flip will determine direction of play and tap.

Coin toss will be done at this time. Winner of the coin toss chooses the goal to defend. The opposing team gets the kickoff. Any team not reporting will be considered as having lost the toss and will forfeit selection of goal AND kick-off. Teams may warm up in practice areas away from playing fields. There will be no warm up on the field between games.

9 – START OF PLAY

Regardless of weather conditions, players and coaches must be on the field at the scheduled playing time, ready to play. Forfeits will be awarded if play has not started within five (5) minutes of starting time as determined by the referee; a minimum of 8 players (for 11v11 games) or 6 players (for 8v8 games) must be prepared to play before a team will be allowed to start a match. A forfeited match will be recorded as a 3-0 score.

The tournament director may modify a scheduled start time for any match or reduce scheduled match length prior to the start of the match; all such matches will be considered to be official. Only a referee may restart a match already stopped due to weather conditions; all such matches that have been played for a minimum of 50% of the scheduled time will be considered official. Matches not considered official will be replayed in their entirety when, and if, rescheduled.

10 – DURATION OF PLAY

All 8v8 matches (U9, U10 & U11 Boys & Girls) shall be 50 minutes in length, consisting of two (2) twenty-five (25) minute halves and a five (5) minute halftime. There will be no overtime.

All 11v11 matches (U11 – U17 Boys & Girls) shall be 60 minutes in length, consisting of two (2) thirty (30) minutes halves and a five (5) minute halftime. There will be no overtime.

Official match time will be kept on the field by the referee. Match time will be kept on a running clock, and there will be no stoppage of time unless an injured player is assisted from the field by medical personnel.

Championship matches that end in a tie will be followed by a ten minute Golden Goal overtime period. If the game is still tied at that point, the winner will be determined by penalty kicks (five shots each (“5v5”), then sudden death).

11 – SUBSTITUTIONS

There shall be unlimited substitutions with the permission of the referee at the following times:

- On a throw in, **your own throw-in or your opponent’s throw-in provided they are also substituting.** If your opponent is not substituting on their throw-in, you cannot substitute.
- Either team's goal kick.
- Either team scores a goal.
- At the beginning of the second half.
- In case of an injury, the opposing team may also substitute one player if the injured player is substituted for. If injured player’s coach comes on to the field of play to attend to injured player, said player must be substituted for.

- If a player receives a dismissal (red card), that player must leave the field of play and the team will play one player down for the remainder of the match. The player receiving the Red Card will not be eligible to participate in the team's next match also. The team may field a full team in its next scheduled match.

All substitutions must enter the playing field from the halfway line with the permission of the referee. The referee may disallow a request for substitution if, in the referee's judgment, that request is intended to delay the play of the game.

12- TOURNAMENT STANDINGS AND SCORING

Teams will receive points in the following manner: **Note that any team forfeiting any game will be ineligible for the Championship round. All forfeits are recorded as a 3-0 result.**

- Six (6) points for each win
- Three (3) points for each tie
- Zero (0) points for a loss
- One (1) point for each goal scored up to a maximum of three (3) per game.
- One (1) point for each shutout
- MINUS ONE (-1) FOR EACH PLAYER OR COACH EJECTED**
- A 0-0 tie will be scored as 4 points for each team (3 for tie + 1 for shutout)

13- TIE-BREAKERS: In the event of a tie in points at the end of bracket play, the winner for advancement to playoff or championship will be determined as follows:

- 1- Head to Head Competition (in the event of a tie among three (3) or more teams, this criterion will not be considered)
- 2- Goal Differential (max of 4 per match)
- 3- Fewest goals allowed (max 4 per game)
- 4- Most total wins in bracket play
- 5- Most shutouts in bracket play
- 6- If still tied...Five (5) vs. Five (5) penalty kicks, then sudden death.

Note: In the event three teams are still tied after Tie-Breaker rule 5 is applied, a Round Robin PK will take place (AvB, AvC, BvC).

If after the Round Robin PK there is still a tie (3 points for win, 0 points for loss), the tie breakers shall be:

- Most goals scored in Round Robin PK**
- Fewest goals allowed in Round Robin PK**

If a tie remains, the winner shall be determined via coin toss.

14- SCORE REPORTING AND FIELD MARSHALS

Each field shall have a Field Marshal assigned. The field marshal will fill out a game report for each game played. The field marshal will record all game related information such as goals scored, cautions, and dismissals. At the conclusion of each match, the field marshal will ask the coaches and referee to sign the game report. **BOTH COACHES MUST SIGN GAME REPORTS AFTER EACH GAME.** The field marshal will ensure that all scores are posted on the standing board. In the event of a dispute the Field Marshal will have access to the Tournament Chair for a final ruling.

15- PROTESTS

NO PROTESTS will be entertained concerning the interpretation of the Laws of the Game by a referee. The

Tournament Director's interpretation of the foregoing rules and regulations shall be final.

16- REFUND AND CANCELLATION POLICY

Teams will be accepted on a first come first served basis. In the event your team is not accepted, for any reason, all registration fees will be returned. If however, a team withdraws after acceptance, for any reason, all registration fees will be forfeited. Notification of acceptance will be via email to the address included on the signed application form.

In the event the tournament is cancelled for reasons beyond our control teams will receive a \$200 credit toward next year's tournament or a \$100 cash refund.

If a game is suspended due to weather problems, field conditions, or other situations beyond the tournament's control, after completion of the first half, that game shall be considered complete and official. If a game is temporarily suspended for any reason before completion of the first half, each team involved must check with tournament headquarters for instructions.

17- DISCLAIMER

In the event a situation arises that is not covered in the above rules, Hunter Soccer Club and the Tournament Director reserves the right to decide the issue. All decisions by Tournament Director and Hunter Soccer Club shall be final and binding.